

providing the group participation game such that an outcome of the group participation game is based on matching a subset of the plurality of indicia common to the group.

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determining whether the group participation [second] game is a winner;
indicating the outcome of the group participation game; and
determining whether the first game is a winner; [.]

wherein none of the entrants are allowed to select the subset of indicia.

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4. (Amended) The method as recited in claim 3, wherein the step of indicating the outcome of the group participation game includes displaying each randomly generated indicium one-by-one in the array so that the group can anticipate the chances of winning.

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13. (Amended) The method as recited in claim 12, wherein each entrant wagering on the group participation [second bonus] game wins an identical amount if the group participation [second bonus] game is a winner.

14. (Amended) The method as recited in claim 1, wherein the step of determining whether the group participation [second] game is a winner is accomplished prior to determining whether the first game is a winner.

15. (Amended) A method of playing a group participation wagering game in combination with an individual participation game, the method comprising [the steps of]:

forming a group of at least some of the entrants in the individual participation game who have made a wager on the outcome of the individual participation [a first] game and a wager on the outcome of the [second] group participation game;

providing the group participation game such that said group participation game includes the generation of a plurality of indicia;

determining whether the entire group is a winner of the group game; and indicating the outcome of the group game at the conclusion thereof; [.]

wherein an outcome of the game is based on matching a subset of the plurality of indicia common to the entire group of entrants,

wherein the group participation game is independent of the individual participation game, and

wherein none of the entrants are allowed to select the subset of indicia.

16. (Amended) The method as recited in claim 15, wherein the group forming step includes forming the group of all entrants in the individual participation [first wagering] game who have made a separate wager on the outcome of the [second] group participation game.

19. (Amended) The method as recited in claim 18, wherein the step of indicating the outcome of the group participation game includes displaying each randomly generated indicium one-by-one in the array so that the group can anticipate the chances of winning.

26. (Amended) The method as recited in claim 15, wherein each entrant is able to make a wager on the individual game that differs in size from the wagers being made by the other

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entrants and the size of the winnings awarded to each entrant corresponds to the size of the entrant's wager, and wherein each entrant makes the same wager on the [second] group participation game and is awarded the same winning prize amount.

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33. (Amended) A method of implementing a bonus feature in a group participation game, the method comprising [the steps of]:

accepting an initial wager from an entrant for a first wagering game;

accepting a second wager from an entrant for a second group game;

determining the outcome of the group game; and

determining the outcome of the first wagering [individual] game;

wherein the outcome of said group game is determined prior to the outcome of the first wagering game.

Please add the following claims:

--36. A method of playing a group participation wagering game which includes the generation of a plurality of indicia, the method comprising:

forming a group consisting of all entrants who have made wager on the outcome of the game;

forming one or more subsets of indicia consisting of winning plays for the group, wherein the subsets of indicia are common to the entire group and wherein none of the entrants are allowed to select or modify the subsets of indicia;

determining whether the group is a winner;

indicating the outcome of the game at the conclusion thereof.

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37. The method as recited in claim 36, wherein the determining step includes randomly generating indicia in an array and comparing at least a portion of the array with a predetermined combination of indicia that represents a winning combination.

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38. The method as recited in claim 37, wherein the step of indicating the outcome of the game includes displaying each randomly generated indicium one-by-one in the array so that the group can anticipate the chances of winning.

39. The method as recited in claim 36, wherein each entrant is able to make a wager that differs in size from the wagers being made by the other entrants, and the size of the winnings awarded to each entrant corresponds to the size of the entrant's wager.

40. The method as recited in claim 36, wherein the step of determining whether the group is a winner includes comparing at least a portion of the array with a plurality of different predetermined combinations of indicia that each represent a winning combination.--

Remarks

Reconsideration of the present application is requested. Claims 1, 4, 13-16, 19, 26 and 33 have been amended and claims 36-40 have been added.

Claims 1 and 33 were rejected under 35 U.S.C. § 112, second paragraph, as being indefinite for failing to particularly point out and distinctly claim the subject matter which applicants regard as the invention. Specifically, claim 1 was rejected based upon insufficient antecedent basis for the limitation "the game" in line 7 of the claim and claim 33 was rejected based upon insufficient antecedent basis for the limitation "the individual game" in line 6 of the claim. Claims 1 and 33